A Bee C's

for the Commodore 64

commodore COMPUTER

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The Music Machine
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Also, look forward to the Milliken Edufun series, the Midwest Kinder Koncepts series, and more!

A BEE C'S

INTRODUCTION

Welcome to the Commodore Early Education Series! This game cartridge is the first in a series of talking educational programs for young children ages 3 to 6. These programs actively involve children by engaging their three primary senses: sight, sound, and touch. The series teaches fundamentals such as the alphabet, spelling, counting, and animals. Each program features one or more guides such as a bee or rabbit to teach the skills and to give positive reinforcement. All cartridges in this series require Commodore's Magic Voice™ Speech Module.

Each program in this series includes a learning section and one or more game sections that provide practice in the skills learned. The programs are designed so that a child may go through the learning section before playing the games or skip immediately to the games.

DESCRIPTION

A Bee C's teaches the alphabet — first capital letters and then small letters. The Commodore Bee is the guide through the learning section; she flies to each letter and says it. There are two game sections to play. The first game involves four sequential letters such as Aa Bb Cc Dd or Qq Rr Ss Tt scattered on the screen. In the second game, eight random letters are shown such as p I f d B L t j. In both games, the Bee asks the child to identify one of the eight letters. Positive visual and spoken feedback is given after every correct answer.
Throughout the program, fly the Bee to the beehive to repeat the letter; to skip to the next set of letters, fly the Bee to the rose.

LEARNING OBJECTIVES:

- To identify the letters of the alphabet
- To recognize and distinguish between capital and small letters

LOADING INSTRUCTIONS

1. Turn your Commodore 64 OFF.
2. Connect the speech module to your Commodore 64 as described in the Magic Voice User's Guide.
3. Plug a joystick into Control Port 1.
4. Insert the A Bee C's Cartridge into the game cartridge slot located on top of the Magic Voice speech module.
5. Turn on your Commodore 64. The A Bee C's program will start automatically.

   If the program does not start, probably either the speech module or the cartridge is not plugged in properly. Simply turn off your computer and make sure both the speech module and the cartridge are firmly secured.

   NOTE: When finished with the program, make sure you turn off the computer before disconnecting the cartridge and the speech module.

HOW TO USE THE PROGRAM

At the beginning of this program, you choose the lesson or the games. The Commodore Bee tells you to fly her to the beehive and push the button to learn the alphabet lesson or to fly her to the rose and push the button to play games. Nothing will happen until you fly the bee to either place and push the button. The button referred to is the firebutton on the joystick. Your child controls the Bee's movement with the joystick.

If you fly to the beehive and push the button, the Bee teaches the alphabet. First, the bee flies to and says all the capital letters. Second, the bee flies to and says all the small letters. The vowels are highlighted in a different color. Then, the Bee teaches four sequential letters at a time showing both capital letters and small letters. Next, there is an exercise involving the eight (four capital and four small) letters that were just taught.

In this exercise, the Bee asks the child to fly her to a letter by using the joystick and pushing the firebutton. For each correct answer, the child gets a Happy Face and verbal praise, and the Bee flies around the letter. If the child gives a wrong answer, the Bee says "Try again". The child gets three tries before the Bee shows and says the correct answer. After these eight letters have been tried, the Bee reviews the next group of eight letters. This process continues until the child has worked through the entire alphabet.

If you need a letter restated, fly the Bee to the beehive and press the joystick button. For example, if the Bee says "Fly me to capital D", you can fly to the Beehive and push the joystick button. She will then say "Fly me to capital D as in D E F".

If you want to skip to the next set of letters without finishing the current set, fly the Bee to the rose and push the joystick button. This allows you to skip over the letters already known.

Next in the learning section is a game in which eight random letters are shown on the screen. The Bee asks the child to fly her to a letter. If the child chooses the correct letter, a new group of letters is shown. After the Bee asks for twenty letters, the learning section is over and the cartridge restarts itself.

If you go directly to the game section, the lesson's exercise with eight sequential letters (four capital and four small) is the first game. Then the game with random letters is shown. After this second game, the cartridge restarts itself.

RELATED ACTIVITES

It is important to introduce the alphabet to your child at an early age. To supplement the A BEE C's program, it is a good idea to provide alphabet blocks for your child to play with and touch. Encourage your child to draw the letters on paper or create them out of other materials such as clay. You may also want to show your child how to spell his/her name. Finally, reading to your child is a delightful way to spend time together exploring language.

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